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Issue 9 | September 2007

360zine

Free Magazine For Xbox 360 Gamers. *Read it, Print it, Send it to your mates...*

MASSIVE PREVIEW 

PROJECT GOTHAM RACING

Now with motorbikes...

LATEST PREVIEW! 

MASS EFFECT

New screens inside!



PLUS...
GUITAR HERO III
FATAL INERTIA
JUICED 2

PLUS!
EXCLUSIVE
INTERVIEW WITH
WORLD IN CONFLICT
JIM BOTTOMLEY



REVIEWED!



1 NASCAR 08 
Get ya' pedal to the metal



2 CALL OF JUAREZ 
Top gun-slinging action



3 XBOX LIVE ARCADE 
All the new games inside

PLUS LOADS MORE!



Welcome to 360Zine



The big news at the time of writing is that GTA IV has slipped into 2008. For such a HUGE game to miss the peak gaming period that is the autumn and winter months is a measure of Rockstar's commitment to delivering nothing but the best. We'll have to wait a few extra months then, but you can bet your bottom dollar it'll be worth it.

Halo 3 on the other hand is almost upon us - don't miss next month's issue for the ultimate preview of what will now be the unchallenged game of the year.

Back to this issue though... We have top-notch previews in the shape of PGR4 and Mass Effect, an interview with World in Conflict's Jim

Bottomley (don't miss the video trailer), and reviews of Call of Juarez and NASCAR 07. Enjoy!

Dan Hutchinson, Editor
360zine@gamerzines.com

READER FEEDBACK!
Click here to tell us what you think of the new issue!

Don't miss! This month's top highlights



Project Gotham Racing 4

TWO WHEELS GOOD? PAGE 10



Fatal Inertia

First look PAGE 05



World in Conflict

We talk to Jim Bottomley... PAGE 18



Juiced 2

Praise the lowered PAGE 06



Mass Effect

HUGE PREVIEW! PAGE 14



Guitar Hero 3

Rock on! PAGE 03

QUICK FINDER

Every game's just a click away!

Guitar Hero III

Fatal Inertia

Juiced

Sega Rally

Army of Two

Halo Wars

Mercenaries 2:

World in Flames

Skate

Project Gotham Racing 4

Mass Effect

World In Conflict

Mass Effect

Nascar 07

Call Of Juarez

XBLA

MEET THE TEAM

Probably the best games writers on the planet



Steve Hill

Fresh from LA Steve gives us the lowdown on PGR4 and Mass Effect.



Lee Hall

Lee has been chatting to World In Conflict's Jim Bottomley. Read what he has to say on Page 18.



Ian Morris

Ian rounds up all the latest additions to the XBLA.



Chris Schilling

This month Chris shoots his mouth off playing Call of Juarez.





Publisher: Red Octane
Developer: Red Octane
Heritage: Guitar Hero 1 & 2
Link: www.redoctane.com
ETA: Autumn

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Guitar Hero III

"Good evening,
Connecticut."

Judy is a punk.

HANDS-ON

Guitar Hero III: Legends Of Rock

We salute you...

What's the story?

The triumphant axe shredder returns for a third outing.

**"We played using a
Gibson Les Paul with a
customised Union Jack
faceplate"**

What do we know?

This time round, as well as cooperative two-player axe wielding, you'll be able to attack the same song competitively. Fancy fretwork sees you collect power-ups, which you can then unleash on your opponent by lifting the neck of your guitar. All manner of deviousness is available, such as causing their screen to shake, or a particular favourite, briefly switching their colour-coded buttons around, effectively forcing them to play back to front, something we found virtually impossible. A number of guitar manufacturers have got involved, and we played using a Gibson Les Paul with a customised Union Jack faceplate. Throw in the fact that it's wireless, and you can launch yourself around the sitting room like Pete Townsend in his prime. In the event, we opted for Keith Richards, and summarily murdered The Stones' Paint It Black...

When do we get more?

As soon as you prize the axe from our cold dead hands.

Anything else to declare?

The 45 rock anthems include 'songs made famous by' the likes of Smashing Pumpkins, Beastie Boys, Tenacious D, Weezer, Muse, Kiss, Alice Cooper, and Mini-Cab FM favourites, Heart.

Similarities to any
person, living or dead, is
entirely coincidental.





The shadow you cast is
the shadow they fear



Localised in English

There is a power that exists deep inside you.
A power you must harness to vanquish your
foes, lead your charge and fulfil your fate.
The power of the Blue Dragon.

BLUE DRAGON
ブルードラゴン
xbox.com/bluedragon



Microsoft
game studios

ARTOON™

MISTWALKER

Jump in.



Fatal Inertia

Publisher: KOEI

Developer: KOEI Canada

Heritage: Dynasty Warriors
Crimson Sea

Link: www.koeicanada.ca

ETA: September

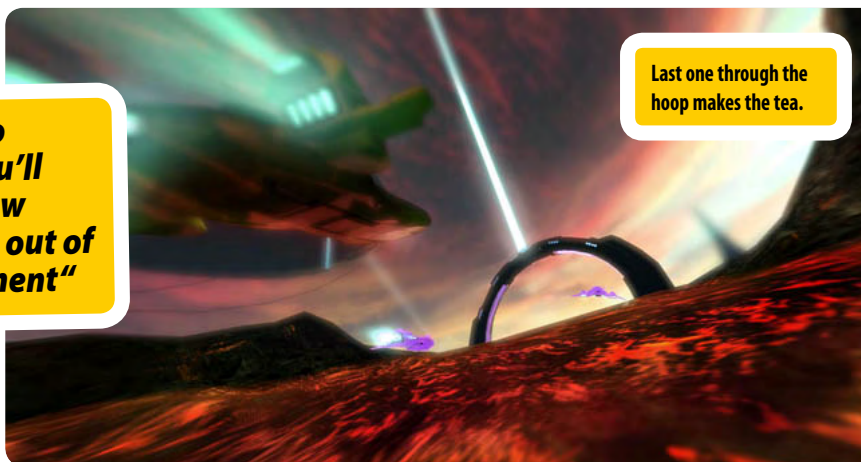
You'll believe a
vehicle can fly.

It is customary
to wait.



"In order to
succeed you'll
have to blow
seven bells out of
your opponent"

Last one through the
hoop makes the tea.



Not doing much for
global warming.



FIRST LOOK

Fatal Inertia

Another physics lesson...

What's the story?

It's the 22nd Century and people have got nothing better to do than risk their lives in gravity-defying races.

What do we know?

Imagine a combination of rally racing, demolition derby and high-performance aeronautics, and you're somewhere in the vicinity of Fatal Inertia, the debut title

from Japanese stalwart Koei's newly founded Canadian studio. There are no cossetted racetracks for these drivers though, as the action takes place in the wilderness, spanning such travel guide free zones as dense rainforests, immense glacier fields, and canyons made up of razor-sharp rock. Don't expect an easy ride, then.

Especially as it's not just a race, because apparently 'the brave men and women who choose to compete must face the mental and physical punishment of low-altitude combat manoeuvring.' In layman's terms, this mean that in order to succeed you'll have to blow seven bells out of your opponent with whatever comes to hand, including rockets and explosive magnets.

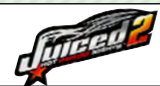
When do we get more?

We expect review code imminently, so check back next month for the full lowdown.

Anything else to declare?

Vehicles in Fatal Inertia will travel at up to 500mph - about the speed of a commercial airliner.

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Fatal Inertia!



Publisher: THQ
Developer: Juice Games
Heritage: Juiced
Link: www.juicegames.com
ETA: September

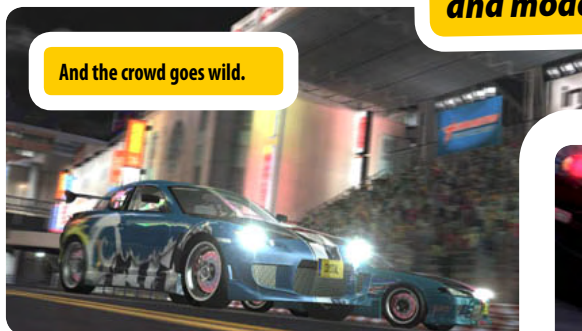
Don't eat the yellow snow.



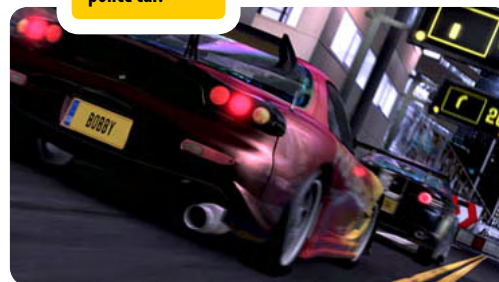
Personalised number plates and everything.

"Hot import Nights is a celebration of custom cars, music, and models"

And the crowd goes wild.



Not actually a police car.



Hope that's not his Dad's car.



FIRST LOOK

Juiced 2: Hot Import Nights

An orange please...

What's the story?

The other street racing game gets a shiny sequel.

What do we know?

If you've never heard of the Hot Import Nights show, imagine the fevered dreams of a sweaty teenage boy racer. Held annually in San Diego, it's a celebration of custom cars, music, and models, some of whom may have had a little bit of modification themselves. Either way, THQ has snagged the license, which would appear to be a perfect fit for the follow-up to 2005's Juiced.

If you missed it first time round, think of it as Need for Speed without the marketing budget. While the comparison is valid, it was a decent game in its own right, and Hot Import Nights is looking to improve upon it in a next-gen fashion with the help of customisation, crew racing, online pink slip races (where the winner takes the loser's car) and, interestingly, in-game gambling. Expect a steward's inquiry this Autumn...

When do we get more?

We're going hands-on any day now, so look out for a follow up next month.

Anything else to declare?

So-called Driver DNA will make each individual player's driving habits downloadable, including those of a few select celebrities.

PREVIEW FEEDBACK!
Click here to tell us what you think of Juiced 2!

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FROM XBOX LIVE
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TRY THIS
AT HOME
WARNING



REPLAY THIS VIDEO



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MULTIPLAYER ARENAS

RECKLESS MANOEUVRES

PRECISION DRIVING

16+

www.pegi.info



PLAYSTATION 2

PlayStation 2

XBOX 360 LIVE

COMING AUGUST 2007

www.stuntmanignition.com

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THQ
www.thq-games.com

INCOMING

Hotting up for Xbox 360...



Sega Rally

Publisher: Sega | **ETA:** September

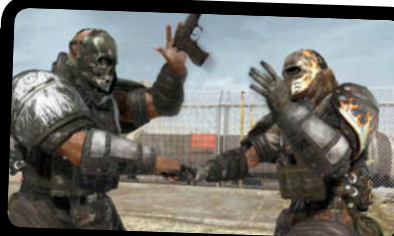
Despite hitting the arcades way back in 1995, Sega Rally still remains for many the definitive rally game. Developed by a bespoke studio in sunny Solihull, this version takes it back to its arcade roots, with 34 licensed cars, a variety of environments and some impressive track deformation.



Mercenaries 2: World In Flames

Publisher: EA | **ETA:** 2007

The original Mercenaries could be loosely described as a military GTA, and the open world environment returns here, albeit with a more focused storyline. That story involves a battle for oil in wartorn Venezuela, and features a Swedish nihilist, a female British agent and a large slice of over-the-top action.



Army Of Two

Publisher: EA | **ETA:** November

That might sound like drastic cutbacks, but this is a purely co-operative first person shooter involving political turmoil and a conspiracy so vast it threatens the entire world. As part of a private military corporation, you and your buddy have some serious tactical warfare to get stuck into, including a feature called aggro.

Halo Wars

Publisher: Microsoft | **ETA:** 2008

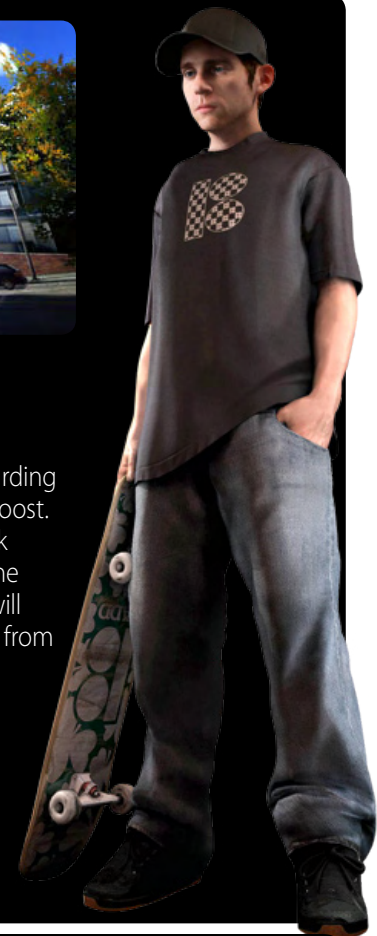
The improbable scenario of a real time strategy game in the Halo universe will come to fruition next year in the capable hands of genre specialists Ensemble, only on 360. Designing the interface from the ground up, Halo Wars looks to maintain the unique look and distinctive physics of the beloved series.



Skate

Publisher: EA | **ETA:** 2007

Tony Hawk may have dominated the skateboarding scene for years, but there's a new cock in the roost. An innovative control system sees the left stick control the skater, and the right stick control the board, giving it a more tactile approach that will feel much more like skateboarding. Step away from the half-pipe, Mr Hawk.



UPCOMING

SUMMER 2007

AUTUMN 2007

WINTER 2007

SPRING 2008

- **Mass Effect** Summer
- **Bioshock** August
- **Fable 2** October
- **Just Cause 2** November
- **Universe At War: Earth Assault** March 08
- **Rise Of The Argonauts** Spring 08
- **Burnout 3** June
- **Halo 3** September
- **Frontlines: Fuel Of War** October
- **Burnout 5** Christmas
- **Sid Meier's Civ Revolution** Apr 08
- **Condemned 2** March 08

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BATTLE ENEMIES FROM ATOP VARIOUS
BEASTS SUCH AS HORSES AND LIZARDS



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SPELLS IN FIVE SCHOOLS OF MAGIC



IT'S UP TO YOU TO SAVE THE WORLD...
...OR DESTROY IT



REPLAY THIS VIDEO

Two WORLDS

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XBOX 360 LIVE

PC

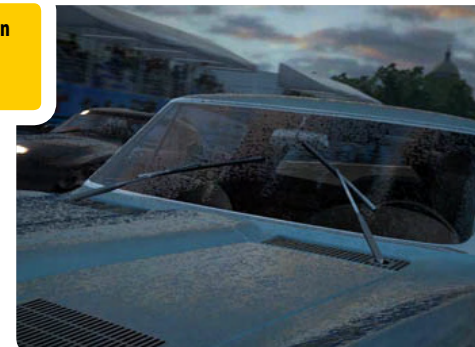
TopWare
INTERACTIVE

SOUTHPEAK
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Windscreen
wipers a
necessity.



HANDS ON

Project Gotham Racing 4

Think once, think twice, think bike!

The Project Gotham series has evolved gradually over the years, and still remains the preferred racer for 360 owners who don't want to get their hands dirty. With no tedious tampering under the bonnet, yet a reasonably deep handling model and realistic cars, it comfortably straddles the line between arcade and simulation. Having honed the game to near perfection with the last instalment, an announcement of more

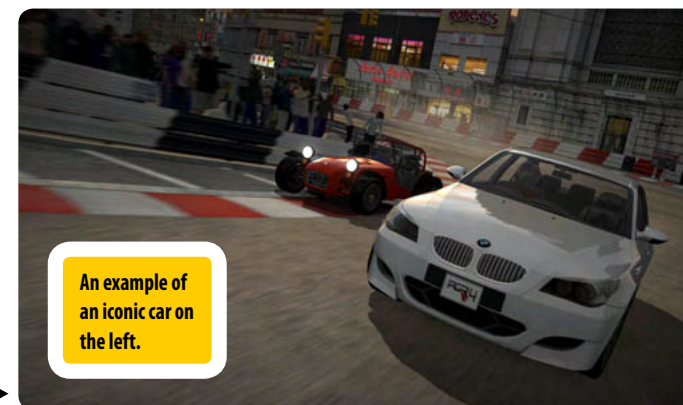
of the same simply wouldn't do, and Bizarre Creations chose the E3 show in LA to unveil their secret weapon: less wheels.

Yes, after years of four-wheeled exclusivity, number four will feature motorbikes, although it should be stressed not at the expense of cars. For the first time, bikes and cars will go up against each other in the same races, offering a chance to settle the eternal argument.

Clearly, riding a motorcycle is a very different experience to driving a car, in so much as turning a corner involves leaning your entire body, something that is difficult to replicate with a 360 joypad.

It's an issue that the development team is all too aware of, and they concede that they're not trying to compete with the likes of MotoGP in the simulation stakes. Instead they're going for a more Hollywood approach ➤

An example of
an iconic car on
the left.



Bikes playing
catch-up in London
Town.



A nice bit of
wheelspin from
the Honda.



**"For the first
time, bikes and
cars will go up
against each
other in the
same races"**





PGR4
PROJECT GUTTAN RACING

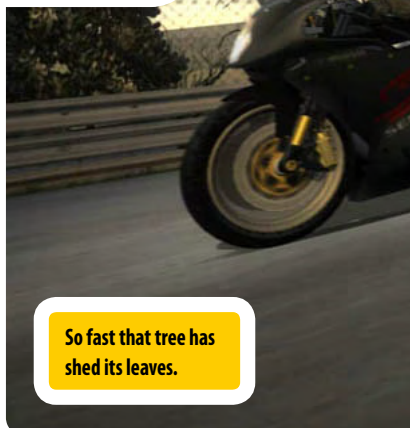


Fans of shiny red cars are still catered for.

>PGR4 continued

to handling, ignoring the technicalities in favour of reproducing the sensation of tearing down the road with the wind buffeting your helmet. While the bikes will look authentic, and even have a rear brake for sliding round corners, the handling will be much more forgiving. For instance, if you slightly clip the kerb while negotiating a bend you won't necessarily be tossed around like a rag doll, but will be allowed to continue your race with only a minor infraction. And if they're going to throw bikes into the mix, they might as well make it fun. Thankfully you'll be able to show off by pulling outlandish wheelies, as well as endoes, whereby you slam on the front brake and perform a delicate balancing act (not to be tried at home).

While much of the focus has been on the bikes, car fans needn't despair, as they will be ably catered for, with some interesting additions. The series has traditionally concentrated on 150mph supercars, and while they will still be present and correct, Bizarre Creations are introducing what they



So fast that tree has shed its leaves.

have dubbed iconic cars. An example? How about cruising the mean streets of London in a replication of James Bond's Lotus Esprit from The Spy Who Loved Me, the greatest film ever made (source: Alan Partridge).

And if that's not enough, you can also drive around in the pissing rain. Much is being made of PGR4's dynamic weather system, which covers a range of elements, from the delights of a British Summer to bike-threatening ice. And while it's advertised as dynamic, Bizarre have admitted that some of it will be semi-scripted. So if it's slightly >



"How about cruising the mean streets of London in James Bond's Lotus Esprit from The Spy Who Loved Me?"



The bike is in the ascendency here.



>PGR4 continued

overcast at the start of a race, you can pretty much guarantee it'll be tipping it down by the third lap. In further weather news, there's even real volumetric fog, and we were party to a demonstration of how this works, with the car being enveloped in a real pea-souper on a treacherous hill climb.

The new stuff keeps coming, and PGR4 will see the introduction of Video On Demand, whereby every race ever held can be recorded and uploaded for the world to gawp at. Clips can be tagged, enabling other players to search for keywords, such as Ferrari, Crash, Vegas, effectively making it an

automotive Youtube. There should be plenty of material, with the game reckoned to be twice as big as PGR3, including new cities such as Macau in China, which looks particularly impressive.

Throw in a career mode, plus an online career that facilitates team contests, and it's all shaping up to be the complete package. The inclusion of bikes is a massive gamble however, and one that will no doubt irk the purists, as there will inevitably be tracks that favour either two wheels or fours. Find out whether Project Gotham has 'jumped the shark' in our super soar-away review, coming soon to a free magazine near you. ●

The trackside detail is impressive.



**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
PGR4!



That might need a lick of paint.



"PGR4 will see the introduction of Video On Demand"

Yes, that is a car up your arse.

360Zine

HOW COMPLETE?

90%

FIRST IMPRESSIONS

90%

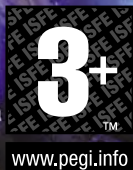
Four wheels good? Two wheels bad?



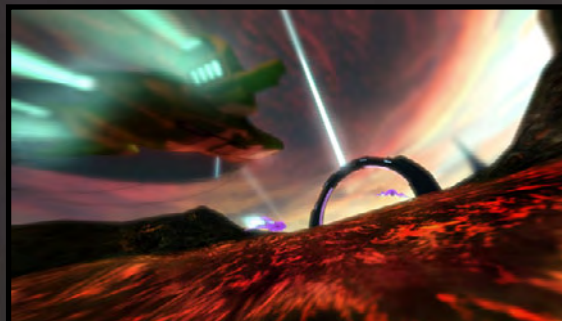
Fatal Inertia®

A BRAVE NEW WORLD OF COMBAT RACING
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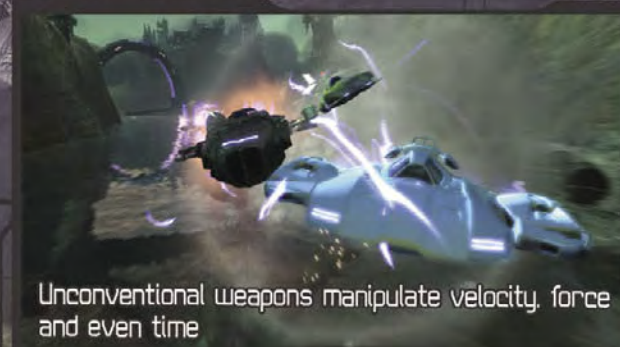
UNLEASHED SEPTEMBER 14



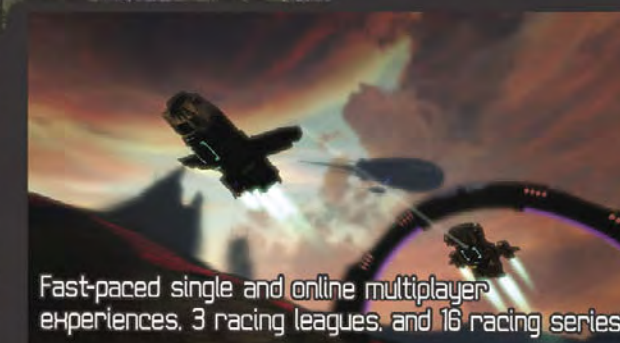
KOEI CANADA
GAME



REPLAY THIS VIDEO



Unconventional weapons manipulate velocity, force and even time



Fast-paced single and online multiplayer experiences, 3 racing leagues, and 16 racing series



Blast through forests, glacier fields, and canyons of razor-sharp rock at speeds of over 500 mph.



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MASS
EFFECT

IN DEPTH

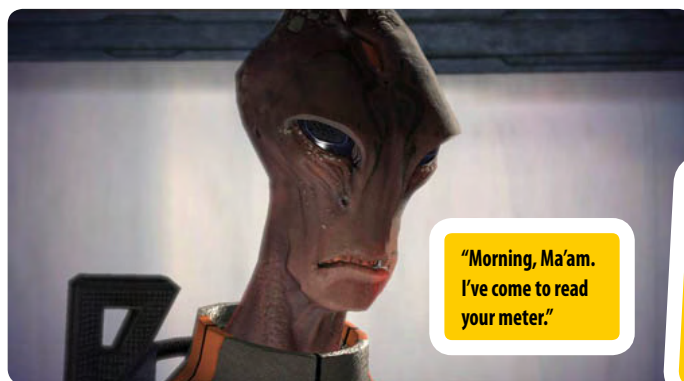
Mass Effect

In space, everyone can hear you speak...

Publisher: Microsoft
Developer: BioWare
Heritage: Jade Empire, KOTOR
Link: www.bioware.com
ETA: November



A pair of Speedos might be more appropriate.



"Morning, Ma'am.
I've come to read
your meter."

"It looks spectacular,
and they're not
finished yet, with
more graphical
tweaking to come"

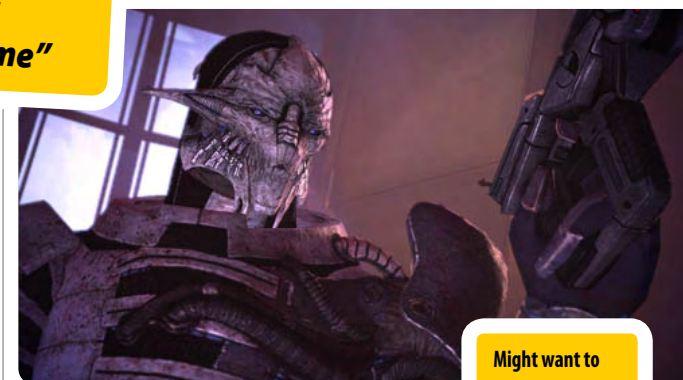
"Approaching Arcturus.
Disengaging FTL drive
core."

As opening lines of novels go, that probably isn't up there with the all-time greats. It is however, the first line in Mass Effect: Revelation by one Drew Karpysyn, who you may know from such bestsellers as Baldur's Gate: Throne Of Bhaal, Temple Hill, and Star Wars: Darth Bane: Path Of Destruction. A man who appears to be paid by the colon, Drew has only gone and penned 'The thrilling prequel to the award-winning video game from BioWare!'

How do we know this? Because we were given a copy of said tome

following the presentation of Mass Effect at E3. Now it's a long flight back from LA, but it's not that long, and suffice to say the paperback remained in our hand luggage, not least due to the picture of a three-clawed alien adorning the cover. We are nothing if not professional though, and having rescued it from the laundry bag, we have since doggedly ploughed through the prologue, a gruelling 19 pages.

This much we know: in 2148, mankind finally makes it to Mars. Initially pretty smug at having conquered the red planet, the shocking discovery of a 50,000-year-old bunker



Might want to
try a new
moisturizer.

full of alien technology rapidly puts things into perspective. We might have sandwich makers, online poker and roll-on deodorant, but in comparison to the alien boffins, dubbed Protheans, we are little more than dim-witted windowlickers. We are nothing if not resourceful though, and within months ➤



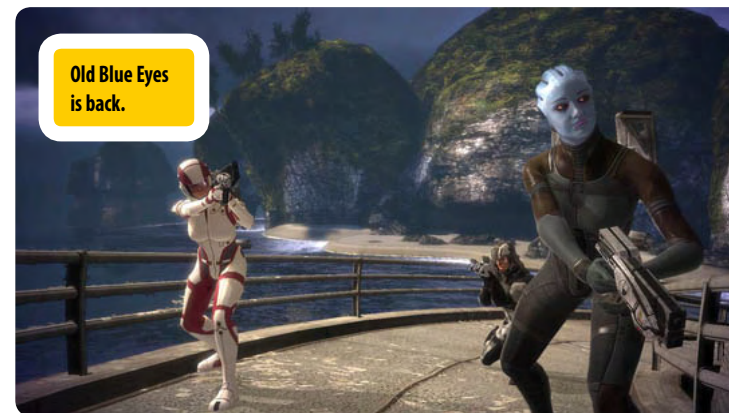


MASS
EFFECT

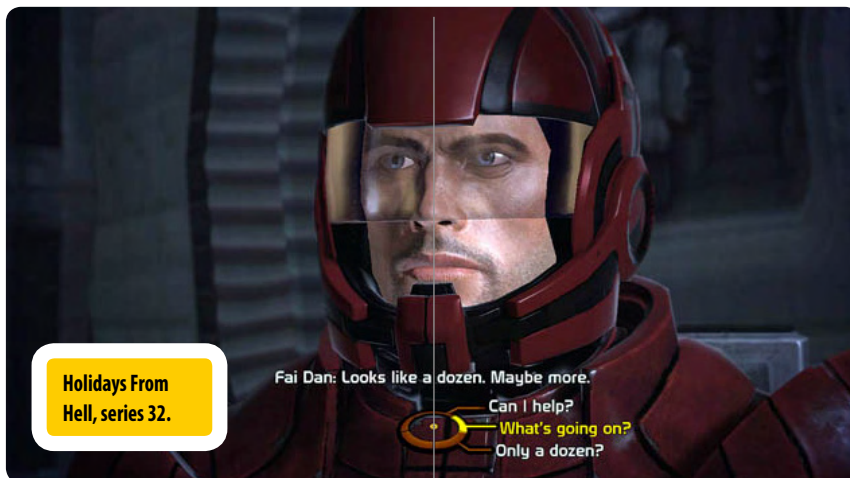


Secretly envious of cream-coloured armour.

"We were shown a massive spoiler and sworn to secrecy."



Old Blue Eyes is back.



Holidays From Hell, series 32.

Fai Dan: Looks like a dozen. Maybe more.

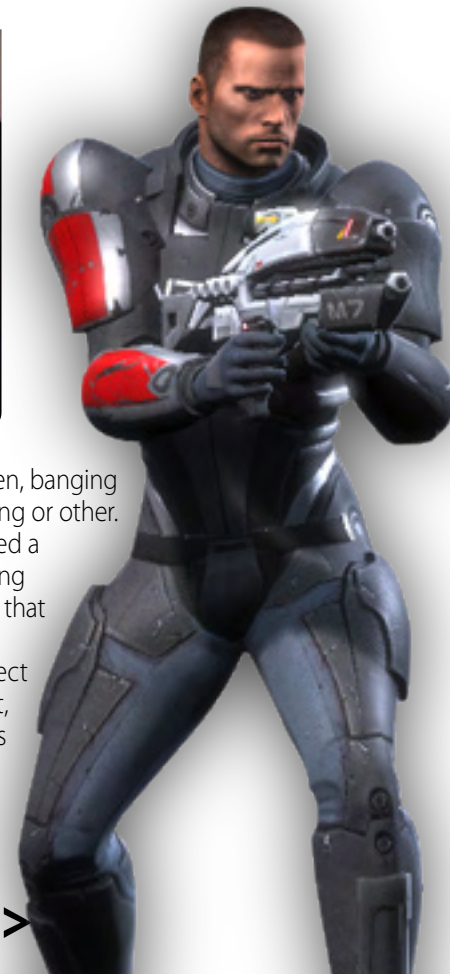
Can I help?
What's going on?
Only a dozen?

>Mass Effect continued

the alien technology has been pilfered and passed off as our own, enabling us to make huge ecological and environmental advances, and whiz between galaxies at will. Salad days, you might think, but inevitably the chilling spectre of war rears its ugly head.

Which brings us back to a hotel room in Los Angeles, where a particularly ugly creature is speaking. Not the bloke from BioWare, - he's a well-turned out Canadian - but some

mook on the screen, banging on about something or other. If you've ever played a BioWare role-playing game, you'll know that they like a bit of a chat, and Mass Effect seems no different, with great swathes of dialogue to be negotiated. Turns out the gravel-voiced freak is a bounty hunter: "The name's Wrex." >



MASS EFFECT

>Mass Effect continued

When I get paid to do a job, I finish it. Alone."

He's not alone though, accompanied by the character you play, Commander Shepard, a human Spectre agent entrusted with the onerous task of keeping law and order in the galaxy. This is done via squad-based combat with a mix of on-foot and vehicular-based action, with experience points spent on upgrading weapon abilities and so on.

You'll certainly rack up the space-miles, as using the Prothean technology, you'll be presented with an interactive map of the Milky Way,

enabling you do drop down to distant planets. This is where the graphical prowess of Mass Effect comes into its own, displaying huge exotic worlds, ranging from snowbound rocks to stifling desert landscapes. Suffice to say it all looks spectacular, and they're not finished yet, with more graphical tweaking to come.

If you've played Knights Of the Old Republic or Jade Empire, you'll know that BioWare love a moral dilemma, and numerous choices will be presented in Mass Effect, some of which will have a, er, mass effect on how the game pans out. Dialogue is presented in either red or blue, offering you the choice of either intimidating or

**PREVIEW
FEEDBACK!**
Click here to
tell us what
you think of
Mass Effect!

The landscapes looks
simply stunning.

A difficult egg-
buying decision.

charming the person you are talking to. Sometimes neither will work though, and bloody conflict is your only option. In fact we were shown a massive spoiler and sworn to secrecy (lest they give us two copies of the book). What these choices mean is that the game can be hugely different each time it is played. Throw in the fact that you can heavily customise the lead character, which can be either male or female, and it looks like providing a unique experience.

Ignoring the hideous aliens, we'll give the final word to the human

**"Mass Effect has huge exotic
worlds, ranging from
snowbound rocks to
stifling desert landscapes"**

Canadian: "Mass Effect is tactical third person combat, exploring the galaxy in a huge story of tremendous proportion, but everything's really delivered on a personal and emotionally charged level that gives a lot of context and real meaning to everything that you do in the game." ●

360Zine

MASS EFFECT

HOW COMPLETE?

80%

FIRST IMPRESSIONS

85%

Should get you through the winter

IT'S ALL ABOUT...
TO START



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WORLD IN CONFLICT

We pointed our quizzical nukes at Jim Bottomley, lead designer on World in Conflict for 360



Fourth of July fireworks are a tad more dangerous in WIC...

Put simply, World In Conflict carpet-bombs the real time strategy genre. The dull pointer-scrolling, disengaged drudgery of PC titles we don't care about is crushed between it's juggernaut-like commitment to accessibility, action and – above all – screen-shaking fun. And, oh yes, it's coming to 360...

Why should 360 gamers be so keen to get our hands on WIC?

Two things. Firstly, when we heard it was an RTS alarm bells rang. But we got past that as soon as we saw the game isn't a deep RTS – there's very little resource management for a start.

The guys at Massive describe WIC as the Counter-Strike of RTSs. The action is so fast that it's perfectly suited for

console play.

Secondly, there's a totally free camera, which allows you to get down to ground level.

So you can zoom in, but how will that wow gamers?

On 360 it's easy to fly over maps and

get right behind your troops with the camera. It's like your down there in the trenches with them. As you follow units you can see an ambush breakout when enemies appear at windows. You'll even see the reactions on troops' faces.

The nuke is amazing – something Massive are rightly keen to show off. ➤



VIDEO TRAILER
Click here to see
WIC in action





To hell with the tanks – kill the farmers!

> Interview continued

When a nuke drops you'll see everyone stop and hear that devastating whistle as the screen goes blank...

Of course you need to pan out and see the battlefield from a distance, but you can't help but take your eye off the ball to get in close, to watch the devastation as a carpet bomb strips a map, leaving pits and burning trees...

So the game has a gritty feel as well as an epic strategy element?

Absolutely. If you've got ten tanks against someone else's war you'll want

to see the pounding. It's more akin to an FPS as you hear the chatter of troops talking about regular GI stuff, before the shit hits the fan and the shouting and swearing starts.

The game has an arcade feel – you won't see people rendered limb from limb, but you'll enjoy plenty of pyrotechnics. It's a megalomaniac's dream where you'll use the awesome weapons as soon as you get them.

WIC 360 has just been announced. How long have you known about it?

It's been hush-hush for a while. We started looking into converting it in

October, to see if it was viable. To match the spectacular game being developed for PC was a challenge, but we've done it – and very successfully...

So you've had to cut corners for 360?

Not at all. Once you get under the hood, the 360 is a powerful beast and there's only one machine. You can optimise the game for the console, pulling off tricks that only the 360 can do. We've implemented a shadowing system that makes the shadows look better than the PC version, and which are created more efficiently.

"When a nuke drops you'll hear that devastating whistle"

WIC is a sandpit for psycho commanders.



Aren't the controls a nightmare? We don't have a keyboard and mouse...

The guys at Massive already had a rudimentary control system mapped out when we went to see them, so that major concern evaporated immediately. We thought, 'yes, this can be done'.

Controls are not an issue as even on PC a single button allows you to look around – like in an FPS – and strafe, so it feels like a third-person game.

We've also stripped away the user interface and redesigned the game to give it more of a HUD feel. It's akin to a >





It doesn't look like an RTS – and it doesn't play like one either.



Wind power meets firepower.

> Interview continued

third-person shooter, with a control hierarchy so less needed buttons are down a list and you avoid menus.

It doesn't really sound much like a strategy game...

It is. In multiplayer domination mode – we've got 4v4 on 360 – each player



The nukes are sickeningly beautiful.

takes a role.

You choose to take air, support, infantry or armour roles. Air players use heavy attack crafts and transport choppers. Armour units are mainly tanks, the support role bring up transport and heavy artillery and the infantry role involves far more skulking around. The infantry troops are paras, anti tank engineers who can blow stuff up and in multiplayer they're as important as the other roles. Online the players who use all the roles and play together will be better.

There's no point focusing on the skies, when you can't capture perimeter points with ground troops for instance. That's where the strategy comes in.

In these multiplayer games, will we be able to play cross-platform?

We're not going down that route. But let's just say that WIC is not likely to be the last WIC we see. You pick your fights, and we're not going down that route yet. But it is something we will look to do...

So we need to pick a version, why is the 360 WIC better?

VOIP is native. Massive wish everyone used headsets on PC, because it really works.

We've also created companies instead of PC groups, controllable on the d-pad. So you can instantly order a group of troops and you get a feel that

“WIC has been written with downloadable content in mind”

Desperate to get your hands on it? Thought so...



Developer: Swordfish

Studios

Publisher: Take 2

Players: 1-8

Features: Huge destructible environments, class-based battling, action-RTS hybrid gameplay.

Heritage: Cold Winter, a whole team of sports games.

ETA: November 11

you're truly a commander.

What about Xbox Live? Any plans for downloadable content?

There are no firm plans, but the game has been written with downloadable content in mind. There are mutterings about certain stuff, but we can't say anything yet?

Well, tell us something else we shouldn't know then...

I can't! Some decisions are yet to be made, and some decisions we have made could be unmade! I'm staying tight-lipped so you can't call me a lying bastard! ●

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Publisher: EA

Developer: EA

Heritage: Madden, Tiger Woods

Link: www.easports.com/nascar08

Out: August 24th

NASCAR 08

Asparagus next left...

Conventional wisdom dictates that NASCAR makes Formula One look like Wacky Races: 43 rednecks driving round an anticlockwise oval for the best part of three hours is not everyone's idea of sporting heaven. The same thinking largely applies to NASCAR games, which used to be commonplace. Nowadays, even sequel specialists EA can scarcely be bothered to maintain their annual quota, and this year's model is the first to grace the 360.

As such, it's the same as it ever was, albeit with a nominal graphical sheen. As you'd expect from EA Sports, it's crammed with authentic vehicles, drivers, tracks and official licenses. And as you'd expect from a NASCAR game, it's practically unplayable. Always erring towards the simulation side of things, this one is no different, requiring near Zen-like levels of concentration to even

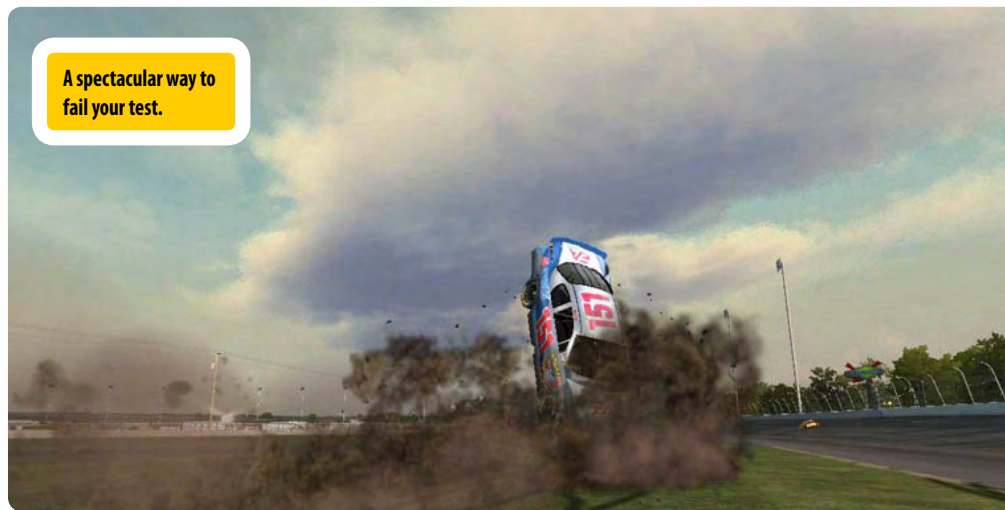
stay on the road.

In the career mode, a series of Gran Turismo-style licenses are available, enabling you – in theory – to master the various skills of driving very fast through a series of left turns. There is of course more to it than that, and the

Pick a winner out of that lot.



A spectacular way to fail your test.



A red car driving very fast.



COMING TO AMERICA

Location, location, location...



DAYTONA is a classic venue, and also the name of a classic game.



CALIFORNIA provides some tight racing, and some dramatic skies.



INDIANAPOLIS is home to the famous Indy 500, and some other stuff.



RICHMOND is found in South West London, near Kew Gardens, and in America.



BRISTOL is home to The Wurzels, and to a short track in the middle of America.

"It's crammed with authentic vehicles, drivers, tracks and official licenses"

Not the best seats
in the house.



MONEY FOR NOTHING

It's all about the sponsors...



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Army

Best Buy

The largest speciality retailer of consumer electronics in the United States and Canada, accounting for some 17% of the market, fact fans.

> Nascar 08 continued

licenses force you to master such skills as drafting other cars, avoiding pile-ups, pitting at the correct speed, and sticking to the racing line like shit to a blanket. While learning the disciplines can be mildly useful, it's a laborious affair. Once you've earned a license, you then have to perform further tasks in order to gain a contract, which finally allows you to race. However, different tracks require different licenses, as there is apparently a world of difference between Speedway and Super Speedway, for instance. With numerous challenges to undergo before you even get a sniff of the season proper, a lot of people won't even get that far. Fortunately you can simply opt to play a season without the rigmarole of acquiring licenses.

The problem still remains that it's simply too cocking hard, and in many ways NASCAR has more in common with a flight sim than it does a racing



"The actual sport is easier than the simulation"

Boy racer overlooked by famous Goodyear blimp.

game. In fact, it may be one of the rare instances where the actual sport is easier than the simulation. Even with all the driving aids switched on, there is very little room for error, and the slightest bit of oversteer or understeer can see you get out of shape and clip the wall. And that's before you even consider the other drivers, who appear to be adhering to some kind of AI conspiracy. While they studiously avoid each other as if surrounded by a



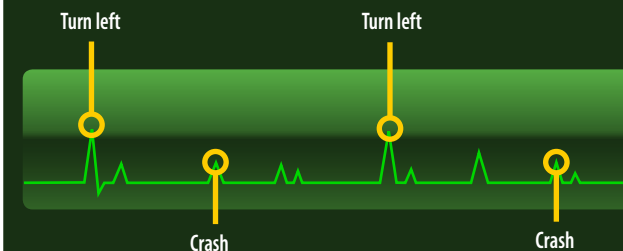
That car belongs to Lowe.



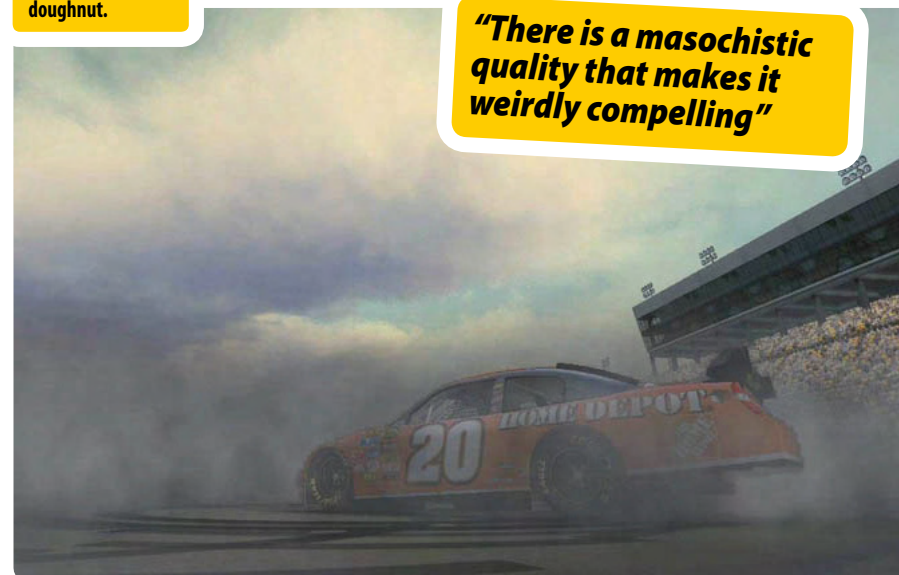
Dodge, or just stay where you are.

Celebrate with a doughnut.

PULSOMETER *Signs of life*



"There is a masochistic quality that makes it weirdly compelling"



> NASCAR 08 continued

magnetic field, the same courtesy isn't applied to human players into whom they wilfully barge as if they weren't there (almost by way of admission of this, collisions can be turned off).

It's frankly a pain in the arse, as even if you qualify in a decent position, one spin sees the yellow flag come out, and you often have to resume battle from the back of the grid. In real NASCAR you'd have hundreds of laps to make up the deficit, and while the game does allow you to play actual length races, it would be a committed fan that would embark on such an undertaking, not least due to the cricked neck and finger cramp that the game can induce. Typically, you'll compete in races as short as 10, 5 or even 3% of the actual length, which is fair enough, the only trouble being that the rest of the action

isn't scaled down, meaning that one crash or unscheduled pit stop is pretty much curtains.

The finishing line

All fairly damning stuff, but in the game's defence it is an extremely authentic simulation of the sport, and on that criteria alone it's hard to fault. Assuming that you were a NASCAR fan and somehow managed to become competent at the game, you could play it almost indefinitely, including against up to 15 other drivers over Xbox Live. In terms of content, it's absolutely vast, with each of the numerous tracks replicated down to the last skid mark. There is also a huge array of vehicles available; including trucks, and the futuristically named Car Of Tomorrow, which does at least handle slightly more forgivingly than the cars of today.

While NASCAR 08 is undeniably a

tooth-grindingly frustrating experience in the main, there is a masochistic quality that makes it weirdly compelling, and more patient gamers may find themselves persevering if only to see if they can finish 42nd instead of 43rd. Ultimately though, it's simply too niche, and too hard. And that's on easy level... ●

Steve Hill

360Zine Verdict *Anticlockwise aggravation*

- Extremely authentic
- Comprehensive options
- Too difficult

65%

PCGZine

GEARS OF WAR PREVIEW

The Xbox 360 Epic comes to PC

ASSASSIN'S CREED PREVIEW

Read it, watch the video, want the game

HELLGATE LONDON PREVIEW

Stunning RPG-cum-FPS game

GHOST RECON 2 REVIEW

The console smash arrives on PC



PCGZine Issue 8

Your monthly PC games magazine
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The cover of PCGZine Issue 8, dated August 2007. The main title 'PCGZine' is in large blue and purple letters. Below it, the tagline 'Free Magazine For PC Gamers. Read it, Print it, Send it to your mates...' is displayed. The cover features several game-related images and headlines. A large headline for 'Ghost Recon Advanced Warfighter 2' is prominent, with the sub-headline 'The fighting men of the future revealed'. Other headlines include 'HELLGATE LONDON' (with the sub-headline 'Diablo meets Deus in a dodgy Tube'), 'FIRST LOOK! Company of Heroes: Opposing Fronts', and 'Gears of War'. A red starburst graphic contains the text 'PCGZine' and 'Completely free of charge', 'Passionate about PC gaming', 'The best PC games previews & reviews', and 'Written by the best in the biz'. The cover also includes a 'FREE!' mouse icon, a 'WWW.GAMERZINES.COM' link, and an 'EMAIL THIS MAGAZINE TO A FRIEND' button. Navigation links at the top right include 'Click Here -> Cover | Contents | Prev'. At the bottom right, there are 'ZOOM IN', 'ZOOM OUT', and 'TOGGLE' buttons.



Publisher: Ubisoft

Developer: Techland

Heritage: Army Racer, GTI
Racing

Link: www.callofjuarez.

com

OUT NOW

Call of Juarez

Gunshots, gravel and gangs of gringos - this Wild West shooter has it all

You're hiding behind a pair of barrels as bullets buzz past your ear like angry bees. The shooting stops and you seize your chance, rushing out to confront your aggressors - four bandits standing on and around the train they've just derailed. You whip out your twin pistols and time seems to stand still - both crosshairs wobble

around at first, but then you train them on your targets. Firstly the guy with the moustache is sent reeling by one to the temple. Then it's a lead tracheotomy for the rifleman next to him, and the enemy on the roof spins and falls as you catch him clean through the heart. The revolver-toting bandito rushing towards you has no chance, as you train both guns on his head and give him a face full of bullets which blast his stetson clean off. Then with a whoosh, time returns back to normal. Smoke rises from your six-shooters. All four men crumple to the dirt. You feel a surge of relief and adrenaline, your eyes widen, and you shake your head in disbelief.

The brilliant thing about Call of Juarez is that it has so many moments like this. It's a stunner when you first distract enemies while reading the

"Train both guns on his head and give him a face full of bullets"

Multiplayer arenas are large, with plenty of places to hide. The team-based Robbery is a particularly fun mode.

The realistic blood spatter makes every successful shot resonate. It's bloody, but never excessively so.

The well-armed Apaches that show up later on are tricky to deal with, especially in groups.

FROM DAWN 'TIL DUSK

Count the hours in Call of Juarez...



15 MINUTES - Reverend Ray spots Billy next to his murdered parents, and the chase is on.



3 HOURS - Billy leaps onto a speeding train to escape the relentless Reverend.



6 HOURS - Fighting alongside the McClydes and Ty Stewart, before a neat twist



10 HOURS - Entering Juarez's compound with a Gatling gun and plenty of ammo

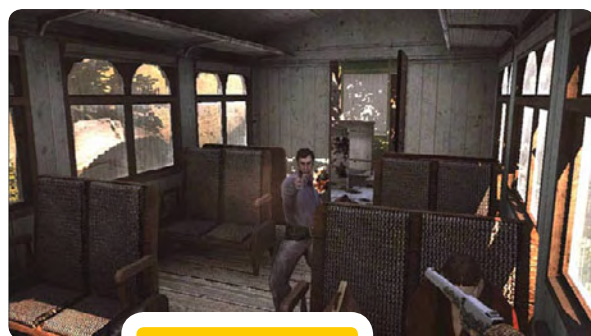


15 HOURS - Solid online multiplayer and unlockable extra missions add value





Horses are used infrequently, but there's a tremendous stagecoach chase set-piece near the end.



All aboard! Gunning down goons - but not passengers - in one of the game's best levels.



"Distract enemies while reading the bible"

DUEL PERSONALITY

More than just handbags at twelve paces



Duel 1

Duel 2

Duel 3

Duel 1

At the end of certain levels (usually Ray's) you'll usually be tasked with killing a single opponent in a duel. Rather than using Concentration Mode, here you have to flick the right stick down and up to raise your pistols.

> Call of Juarez continued

bible before taking them out with the pistol held in your other hand. Similarly, there's a heart-stopping moment when you're sneaking around at night, and a flash of lightning betrays your position. And when you finally pick up a scope rifle in a ghost town filled with outlaws, you're in for a real treat.

The story structure works beautifully. The plot tells the simple but thrilling tale of two characters - teenage loner Billy Candle and fire-and-brimstone preacher Reverend Ray, his uncle. Upon returning to his home town of Hope after a fruitless search for the legendary gold of Juarez, Billy discovers his mother and stepfather murdered. With typically rotten timing, he's spotted by his uncle next to the dead bodies, so Ray puts two and two together and makes five, fingering the nomadic Billy for the killings. And so a cat-and-mouse chase ensues, with you taking alternate control of the fleeing teen and his gun->



Character models are exemplary - everyone you encounter looks different.



You can pick up the weapons of fallen enemies, but most are rusty. Overuse of a gun can cause it to explode!

You have to look hard to find some TNT, but it's very much worth it when you do...



"Deal out righteous biblical slayings on the foes you've just spent ages trying to hide from"

Call of Juarez continued

toting pursuer. Not only does this allow for more variety between levels, it also lets the story flow better and the characters to be fleshed out. More importantly it means two distinct styles of gameplay without the change from one to the other ever feeling forced or contrived. And this affords you the ability to indulge in one of the staples of all classic Westerns - revenge. You spend a lot of time as Billy sneaking around campfires, hiding behind rocks and bushes and - oh so occasionally - taking out a stray baddie with your bow and arrow (again letting you revel at a lung-puncturing enemy death). The reward for this? Getting to run through the same area as Ray, dealing out righteous biblical slayings left, right and centre on the foes you've just spent ages trying to hide from.

Further inspired decisions abound -

you can retrieve arrows from corpses, blast enemies through windows, and go into a single pistol quick-fire mode for faster blasting and swift reloads. As Billy, you can time the crack of your whip with a thunderclap to avoid detection. You can also take on enemies with your fists, though that particular ability is only actually useful once or twice in the game - a great shame as it works so well.

All good?

There's so many neat little touches (and we've not even mentioned the tremendous ragdoll physics that see enemies tumble, roll and collapse in an unnervingly - and gratifyingly - realistic manner) that the niggles are that bit easier to forgive. Techland is a relatively inexperienced developer, so a weak first level is an understandable mistake. Less excusable is the clumsy use of the

whip for swinging from branches, which sees you nervously adjusting your position on precarious ledges until you eventually see the icon that will let you grab on. The tedious box-stacking sections and one or two lengthy climbing sessions are real pace-killers. Thankfully redemption is at hand come the climax, as a couple of epic gunfights and a brilliant ending save the day.

Call of Juarez is a game which has evidently had a lot of love poured into it. It's been created by a team who clearly know their Westerns, with its superb audiovisuals and excellent script perfectly capturing a time and place bafflingly under-represented in modern videogaming. In essence it's like one of Reverend Ray's rusty old guns - it may be a little rough around the edges, but it packs one hell of a punch. ●

Chris Schilling

PULSOMETER *Signs of life*



360Zine Verdict *Well worth a fistful of dollars*

- Great graphics, music and sound effects
- Concentration Mode is amazing fun
- Billy's levels are a mixed bag

84%

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Killzone 2

Simply stunning! PlayStation 3 has never looked so good...

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Heavenly Sword

We talk to Ninja Theory's Tameem Antoniades

Videos

VIDEO TRAILER

GTA IV

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Uncharted: Drake's Fortune

Top adventure action

SPECIAL REPORT

E3

Sorry takes LA by storm

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Spellbinding stuff

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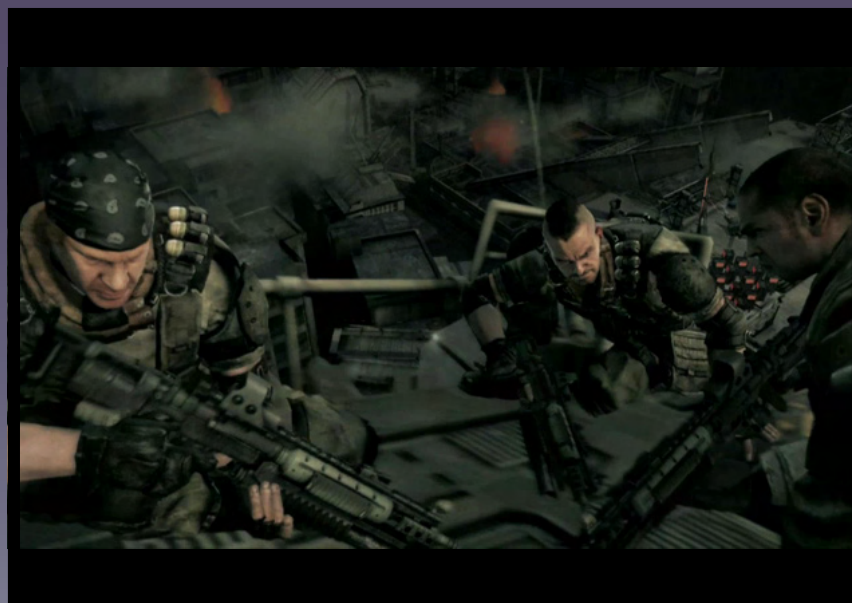
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Xbox Live Arcade Round-Up

The strategies garrison the XBLA this month, and a new Pac-Man addicts us all over again.



Marathon: Durandal

Publisher: Microsoft Games Studios **Developer:** Bungie/Freeverse
Price: 800 Points

An old-school Sci-Fi shooter from the makers of Halo, you can certainly see Bungie's influence on Marathon. Although it's quite interesting to see the origins of certain Halo features, like the motion-sensor, it doesn't disguise the fact that Marathon is not the classic it's made out to be. Graphically, the game looks fine, but it runs at a stupidly fast speed. The confusing level design takes a lot of fun out of the single player, and while the Xbox Live mode is sure to be a bit of a laugh you probably won't find much here.

- 👍 Online Multiplayer
- 👎 Too expensive
- 👎 Headaches

Snickers > Marathon

65%



Bomberman Live

Publisher: Hudson Entertainment **Developer:** Foundation 9
Price: 800 Points

Once one of the most anticipated titles on the XBLA, everyone's favourite party game crashed onto the arcade this month in Bomberman Live. All you get for your 800 points is exactly what it says on the tin - classic Bomberman, playable with 8 people over Live. There is a bit more to it than that, such as the new modes (the majority of which are rubbish), and the ability to change costume, but we doubt you'll stray very far from the classic Bomberman mode. In four player offline, this is a blast - when you take those four friends online with you into an eight player skirmish, things are going to get messy.

- 👍 Classic Bomberman
- 👍 Local-online play
- 👎 Ridiculously hard AI

Back to basics. Finally!

74%



Golden Axe

Publisher: SEGA **Developer:** SEGA **Price:** 400 Points

It has old school graphics, a cheesy set of characters, a nonsensical plot, and it's over 18 years old, but that doesn't matter, because Golden Axe still plays as well now as on the day it was released. It might be a bit dull in single player, but its saving grace comes with the 2 player co-op mode, that lets you play over Live, or with a friend locally, through the entire game. Luckily, the basic hack-and-slash mechanics have aged relatively well, with none of the rubbish collision detecting that was on show in Double Dragon. If you haven't got anyone to play it with, you might want to give this a miss, but with a good playing partner, this is a hoot!

- 👍 Hilarious in 2-player
- 👍 Inventive achievements
- 👍 Solid gameplay

Golden Axe, Silver medal

85%



Sonic the Hedgehog

Publisher: SEGA **Developer:** SEGA **Price:** 400 Points ~£3.40

A graphically enhanced (and slightly tweaked) version of the 1989 classic, Prince of Persia plays as well as it ever did. Although the graphics certainly look fantastic for an XBLA game, and the new enemies and traps help to freshen the experience slightly, the main problem here is the asking price - as you have to save the princess within an hour, the game can be played through, start to finish, in 60 minutes. While the extra modes go some way to making amends, we'd still have to question the pricing.

- 👍 Stunning graphically
- 👎 60 minutes of gameplay
- 👎 No d-pad control!

Sands of time run out too soon

71%

> Xbox Live Arcade Round-Up continued



Super Contra

Publisher: Konami **Developer:** Digital Eclipse
Price: 400 Points

Originally released in 1988, Super Contra failed to make a huge impact, with its ridiculous difficulty level, and non-spectacular gameplay. Now ported to the XBLA, the game, and its difficulty level have withstood the test of time surprisingly well, with a reasonably varied style of gameplay that features both side-scrolling, and top-down levels. Unfortunately, the controls have not been well mapped to the 360's analogue stick, and the game's habit for not allowing you to aim and move independently turns what was already a hard game into a near impossible one. Whether the game's difficulty will put you off depends on just how masochistic you are, but for us, the controls don't help one bit.

- Enhanced graphics
- Not enhanced gameplay
- Lag

Not quite so Super any more

60%



Spyglass Board Games

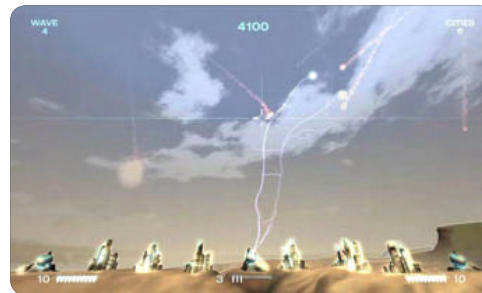
Publisher: Microsoft Games Studios **Developer:** Strange Flavour/Freeverse **Price:** 400 Points

At first glance, for just 400 MS points, it may appear that Spyglass Board Games offers incredible value for money. Letting you play either Checkers (draughts), Chess, Reversi or Mancala against either the computer AI, or an online opponent, for just £3.40, it all seems a bit too good to be true. It is. Although it may let you play online against a friend, critically, this game doesn't let you play offline against someone who's in the same room. There's absolutely no reason for this – it's not as if seeing your opponent's moves in Chess or Draughts is going to do anything, and it really ruins the game's appeal.

- No
- Local
- Play

Stalemate.

36%



Missile Command

Publisher: Atari **Developer:** Stainless Games **Price:** 800 Points

It may have been all right in 1980 (and even then that was probably down to the trackball controls), but now, Missile Command just seems dull. Thankfully, the concept's relatively simple to get the hang of – giant missiles are falling from the sky, and are about to wipe out your cities, so it's up to you to fire missiles (or lightning bolts, as they now are), in a vague attempt to save your species from total annihilation. For once, this is a game where the "remade" version is worse than the original – the missiles you fire aren't missiles, it's impossible to track when they'll explode, and their blast radius is a lot smaller than on the original, making the game incredibly tricky. We'd suggest you avoid this one.

- Broken gameplay
- Original's better
- Not worth £3

Red Alert – bad game

30%



Wing Commander: Arena

Publisher: EA **Developer:** Gaia Industries **Price:** 800 Points

We're beginning to wonder if we just slept through the whole 1990's, because when we think of Wing Commander, we remember a very, very different game. And one that's a mile away from this XBLA offering. Wing Commander: Arena is a multiplayer shooter that's been designed to be played over Live. Supporting 16 players in an XBLA game, this has one of the most robust online modes ever devised, and a number of modes to play in, most of which simply involve blowing seven bells out of your opponents in a top-down space skirmish. Sadly, the lack of a true single player mode, and the omission of a local multiplayer mode harms its appeal.

- 16 players!
- But none in local
- No true single-player

Disappointing

64%



Welcome...

Simon has not been a happy bunny this month after having to send his Xbox 360 back to Microsoft following the three red lights of death...

Next up on 360

Excitement mounts in the lead up to the much anticipated Autumn releases...

E3 has come and gone with no major surprises from the Microsoft camp, although there were a number of titles on show that have increased our excitement to an unprecedented level, such as; Bioshock, Call of Duty 4 and Halo 3, not to

mention Rock Band; have you seen the drum kit? A notoriously slow period in the gaming calendar is now set to be followed by a hectic end-of-August and September release schedule for all of the major publishers.

The 360Zine Giveaway!

MotoGP is the most recognised and authentic motorcycle racing series in the history of videogames. August sees the release of the fifth game in the series, MotoGP'07, which will attempt to build on the success of the franchise and push forward the online component as well as receiving a next-gen graphical overhaul, the introduction of new 800cc MotoGP bikes, the newly-announced Misano event and enhanced customisation options.

They'll be 16 players battling it out online with new style tournaments and the introduction of pink slip races, in which you can win or lose bikes to fellow gamers, are sure to make the action intense.

To celebrate the imminent release of MotoGP'07 we have 5 copies to give away. All you need to do win yourself a copy is answer this question...

Can you name the famous British MotoGP track?

Click the panel to the right or email your answers to: 360community@gamerzines.com.

Click here for chance to win MotoGP 07



MotoGP'07



MotoGP'07 runs at 60 frames per second.

On Marketplace

WHAT'S HOT?

Bomberman Live

Price: 500 points

Bomberman Live delivers frantic 8-player online multiplayer action and also allows friends to play 4-player bouts on one system. In addition, Bomberman Live features new character customisations, allowing players to personalise their Bomberman from 10,000 possible combinations.

XBOX UPDATE

Backwards Compatibility

Approximately 300 Xbox titles can now be played on Xbox 360, including the likes of Jet Set Radio Future and Shadow Ops, which have recently been added to the comprehensive list. For the full list of titles check out www.xbox.com

COMING SOON

War World

War World is a fast-paced third-person shooter that introduces an entirely new genre to the Xbox live arcade. We're promised next-gen visuals and exciting gameplay that will throw us directly into combat on the battlefield of a war-torn planet. They'll be a choice of 10 different Mechanoids, each with special abilities, allowing us to wreak havoc throughout the 100-level single-player campaign. Furthermore, we're promised a robust multiplayer game set!

War World introduces a new genre to the Xbox live arcade.



Bomberman live is proving a huge hit online.



Jet Set and Shadow Ops are just two of the 300 Xbox titles you can now play on 360.





360Zine Clan of the Month

AlphaSiege UK are a rarity in the world of Xbox clans. The team was formed during the beta test phase of Xbox live in 2001 and are therefore quite possibly the oldest Xbox live clan to still be playing as a team. They have had their fair share of time in the spotlight, including TV appearances on Sky's Games Network Channel and coverage in practically every Xbox magazine. The team has now backed away from professional tournaments and have taken a more casual approach to gaming, opting to play only friendly matches against like-minded clans.

In your experience what makes a good clan?

Being able to build and establish good relationships with other clans. It's all about meeting people and enjoying playing matches online. We like to win, but having fun is far more important. Clans who don't chat online or take themselves too seriously really annoy us.

What is your team's most memorable moment?

We've had some great moments, thanks mainly to some of the banter and close matches with the clans we've met. We've had many clan meet-ups and attended LAN events and competitions across the UK: the Elite Gaming Championships in London was great fun, but the highlight of our gaming career must be when we beat the French to reach the quarter finals of the Rainbow 6 World Cup; now that was satisfying! Until we got beaten by the Germans.



"We like to win, but having fun is far more important"

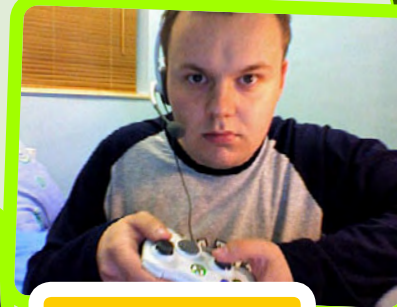
CHALLENGE US TO... ANY XBOX 360 GAME

To challenge AlphaSiege head over to www.alphasiege.com and post on their forums. We welcome challenges on a range of Xbox 360 games, including Forza 2, Pro Evo 6, Rainbow Six Vegas and Forza Motorsport 2.



Alpha Siege
are no mugs!

Play to win at Xbox360LAN



Event organiser Tim Morgan
lives and breathes Xbox 360.

If there's one thing that the Xbox 360 community really lacks then it's real world tournaments. The phenomenally popular i31 has already taken place this month at Newbury Racecourse and you've also missed the XL Event at Birmingham NEC, which attracted around 500 of the UK's best Xbox 360 gamers. But, if you're still up for the challenge there is one event this month that is currently open to public sign-ups.

Xbox360LAN is run in association with SwapGame.com, who will be providing some of the

"There will be £3,000 worth of prizes on the day"

£3,000 worth of prizes on the day. It takes place on 17th-19th August at Padworth in Berkshire. It's a three day event, starting at 5pm on Friday 17th August and running all the way through to 6pm on Sunday 19th August. Tickets are £30 each,

allowing you entrance to all three days of intense and fun gaming. There are plenty of parking spaces, kitchen facilities, indoor sleeping and outdoor camping areas as well as shower rooms to freshen up.

You can sign up now at: www.xbox360lan.co.uk/events_register.php

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Bioshock has caught many a gamer's eye.



> Inbox

The release schedule for the 360 is starting to heat up.

READER FEEDBACK!
Click here to send us a letter now!

MASSIVE

FIRSTLY WHAT A superb mag and brilliant price! lol Just wanted to say that Mass Effect will more than likely be the one to shift 360's this crimbo for the sheer size of it. Also, it has the best facial animation I have ever seen.

> **Liam Donaghey**

> Cheers Liam. You're right – it does look truly stunning, as we saw for ourselves at a recent demo at this year's E3. If you managed

It is very unlikely Bioware will mess this up.

Don't miss Issue 10
Out Sep 06th
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to miss, then be sure to click back to our in-depth preview on page 14.

SHOCKING

I'M REALLY LOOKING FORWARD TO Bioshock, so much so that this is the first game that I've ever pre-ordered. Bioshock has got me buzzing! I'm reading 360Zine and it's the first time I've seen these latest screenshots rather than the normal preview shots I normally see in printed magazines. I can't wait to play this and I will be taking the week off work when it comes out!

> **Andrew**

> Glad you liked the coverage

Andrew. Not long to wait now... Bioshock's due out 24th August, so here's to a happy holiday...

MESSY

WITH A WHOLE MESS OF games coming out the rest of the year (Bioshock, Halo 3, GTA IV, Mass Effect, Assassins Creed, Two Worlds, and many others) how are they going to fit them all in a 5-month period? Sure developers make games for the enjoyment of gamers, but also to make money. Are they going to push back games just so there's less competition?

> **Richard Sidhom**

> You're right Richard – there's a bonanza of top tier titles coming our way in next few weeks and months. Happy days. The "Q4" period is always chocka with great titles, but this year looks set to break all records. As to whether games get pushed back... It's possible one or two might 'slip' into early 2008, but most of the big guns will be battling out pre-Christmas.

No GTA IV = \$500 million more to be spent on other games. No, seriously.



HALO 3

Your emails keep pouring in...

I THINK HALO 3 LOOKED ACE, EVEN AT THE BETA STAGE. I don't understand why so many people are complaining that it doesn't look 'as good as Gears of War' because Halo has never had, or was never going to have that kind of look. After all is said and done, Halo 3 will sell millions of copies and millions of 360s!!!

> **Mark Goodwin**

I WANT THERE TO BE ROOM LEFT IN THE STORY FOR A Halo 4. I rarely play H2 anymore, because they got rid of btb skirmish, and I really only like truly purpose driven matches. Also maybe a mongoose type of vehicle, with a gun on the front for the driver, so you have to be directly behind the opponent to hit them with the shot.

> **Jason Lennert**

I ABSOLUTELY LOVE EVERYTHING ABOUT HALO, I OWN all the games, all the books, have posters all around my room, have played more than 8500 games of Halo 2 on Xbox live and have reached a Lieutenant grade in the Halo 3 multiplayer beta. This shows how much of a devoted Halo fan I am. I have even got a Halo 3 countdown timer on my desktop!

I loved the Halo 3 beta, everything about it was really cool. When people say "the graphics are not very next-gen" I don't care and tell them that it is not about the graphics, it is far more about the great and classic Halo gameplay that Bungie are so good at delivering.

In the final version of the game I would love to see much more pieces of equipment such as smoke screens, disorientation devices, and a "radar wrecker". I would also like to see a human flying vehicle that could compete with the covenant banshee. As well as that I would love more cool weapons, more much larger maps and online co-op via Xbox live.

> **James Cockshull**



In **360Zine** Issue 10

THE ULTIMATE PREVIEW

HALO 3

EVERYTHING YOU NEED TO KNOW...

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STUNTMAN: IGNITION

BLUE DRAGON

MOTOGP 07

FATAL INERTIA



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